WHAT IS CLAIMED IS:

1. A method comprising:

in a network, collecting data about a packet passing from a source system to a destination system;

generating a markup language graphical file based on the collected data; and

displaying the markup language graphics file.

2. The method of claim 1 in which collecting comprises:

tracing routes from the source system to the destination system; and

for each of the routes, storing a node identification, a hop time, and a travel time from the source system to an intermediate node.

3. The method of claim 2 in which the node identification comprises a node name.

4. The method of claim 2 in which the node identification comprises an Internet Protocol (IP) address.

5. The method of claim 2 in which generating comprises:

determining a number of nodes in each of the routes;

assigning coordinates to each of the systems in each of the routes; and

storing the coordinates and associated node identification, hop time, and travel time from source system to each of the systems in each of the routes in the markup language file.

6. The method of claim 5 in which the markup language comprises Hypertext Markup Language (HTML).

7. The method of claim 5 in which the markup language comprises Extensible Markup Language (XML).

8. The method of claim 5 in which each of the systems on each of the routes is positioned on an imaginary line emanating from a center of a geometric structure.

9. The method of claim 8 in which the geometric structure comprises a circle.

10. The method of claim 8 in which the geometric structure comprises a square.

11. The method of claim 1 in which displaying comprises showing an image represented by the markup language graphics file on browser software.

12. The method of claim 11 in which the image includes geometric shapes representing nodes in each route.

13. The method of claim 12 in which a color of the displayed shapes represents a network.

14. The method of claim 12 in which a color of the displayed shapes represents a potential timing problem.

15. The method of claim 12 further comprising displaying a node identification and route timing data when an element of the displayed file is highlighted by a user.

16. The method of claim 1 further comprising displaying a time travel histogram of a highlighted displayed file.

17. A method comprising:

in a network, tracing routes from a source system to the destination systems;

for each of the routes, storing data representing a node identification, a hop time, and a travel time from the source system to an intermediate node;

generating an interactive markup language graphics file for the data; and

displaying the interactive markup language graphics file.

18. The method of claim 17 in which generating comprises:

determining a number of systems in each of the routes;

assigning coordinates to each of the systems in each of the routes; and

storing the coordinates and associated node identification, hop time, and travel time from source system to each of the systems in each of the routes in the markup language file.

19. The method of claim 17 in which displaying comprises viewing an image represented by the markup language graphics file on browser software.

20. The method of claim 19 in which the image includes geometric shapes representing systems in each route.

21. The method of claim 20 in which a color of the geometric shapes represents a network.

22. The method of claim 20 in which a color of the geometric shapes represents a potential timing problem.

23. The method of claim 19 further comprising displaying a node identification and route timing data when any of the geometric shapes is highlighted by a cursor on an input/output device.

24. The method of claim 19 further comprising displaying a time travel histogram of the highlighted geometric shape.

25. The method of claim 17 in which the data is stored in a remote computer system.

26. The method of claim 17 in which the interactive markup language graphics file is displayed on a remote system.

27. A computer program stored on a computer readable-medium, the computer program comprising instructions that cause a computer to:

collect data in a network from a source system to destination systems;

generate a markup language graphics file for the collected data; and

display the markup language graphics file.

28. A computer program stored on a computer readable-medium, the computer program comprising instructions that cause a computer to:

periodically trace network routes from a source system to the destination systems;

for each of the routes, store data representing a node identification, a hop time, and a travel time from the source system to an intermediate node;

generate an interactive markup language graphics file for the data; and

display the interactive markup language graphics file.